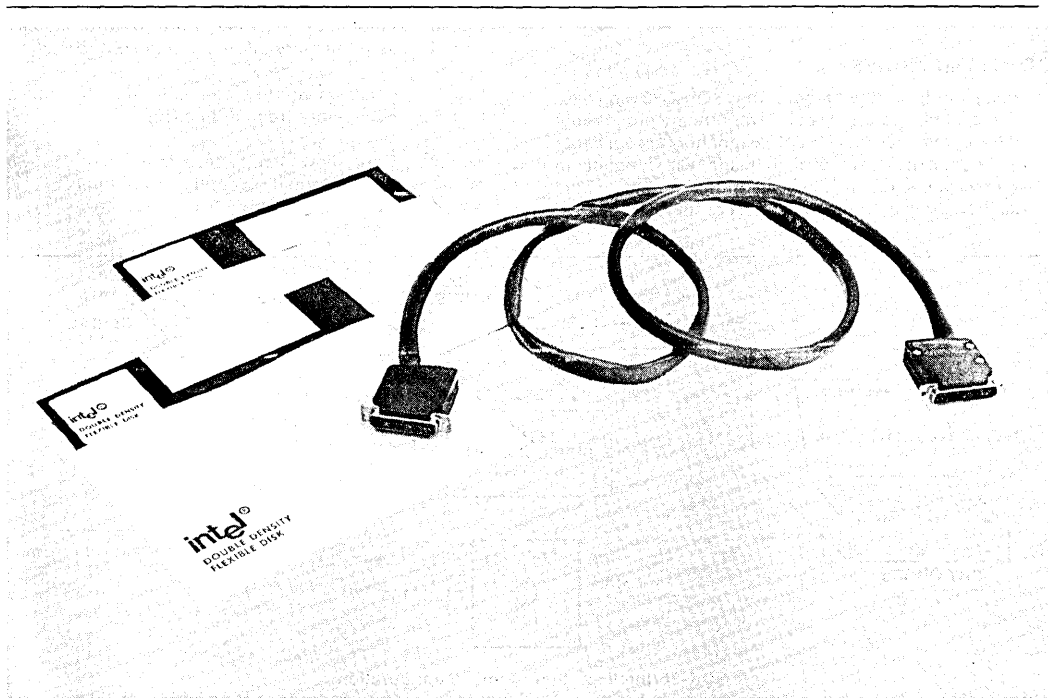




SDK-C86 MCS-86™ SYSTEM DESIGN KIT SOFTWARE AND CABLE INTERFACE TO INTELLEC® DEVELOPMENT SYSTEM

- Provides the Software and Hardware Communications Link Between an Intellec® Development System and the SDK-86
- Intellec® System Files can be Accessed and Down-Loaded to the SDK-86 Resident Memory
- Data in SDK-86 Memory can be Uploaded and Saved in Intellec® System Files
- Enhances and Extends the Power and Usefulness of the SDK-86
- Allows the SDK-86 to Become an Execution Vehicle for ISIS-II Developed 8086 Object Code Using the Series II 8086/8088 Software Development Packages
- All SDK-86 Serial Port Mode Commands Become Available at Console of the Intellec® System

The SDK-C86 product provides the software and hardware link for using the SDK-86 monitor in conjunction with an Intellec® Development System while adding features of data transfer between SDK-86 memory and Intellec® System files. The user may enter programs and data into the SDK-86 and then save them on a diskette. Also, programs and data may be created on the Intellec® System using the Series II 8086/8088 Software Development Packages, then loaded into the SDK-86 for testing and checkout. This provides a real time execution environment of the SDK-86 as a peripheral to the Intellec® System.



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HARDWARE

There are two serial ports on the Intellec® System back panel, TTY and CRT. Assuming that one of the ports is used for the Intellec® console, the SDK-C86 cable can plug into the unused port. The SDK-86 is jumper selectable to accept either the CRT (RS232) or TTY (20mA current loop) signals.

The edge connector on the SDK-86 has the MULTIBUS™ form factor. No signals are connected to the fingers except the power supply traces. Therefore, the SDK-86 can plug directly into the Intellec® motherboard to obtain power while using the SDK-C86 cable as the communication link.

SOFTWARE

Two programs must be invoked to operate in the SDK-86 slave mode. One program runs on the SDK-86, and another runs in any ISIS-II environment that includes a diskette drive.

The serial I/O monitor is installed on the SDK-86 and operates as though it was talking to a terminal. The software in the Intellec® allows the Intellec®, with a console device, to behave as if it were a terminal to the SDK-86.

The SDK-C86 software program in the Intellec reads the console input device, then passes the character to the SDK-86 through the serial port. It also receives the characters from the SDK-86 and displays them at the console output device. Besides the basic transfer function, this program also recognizes and performs the Upload and Download functions.

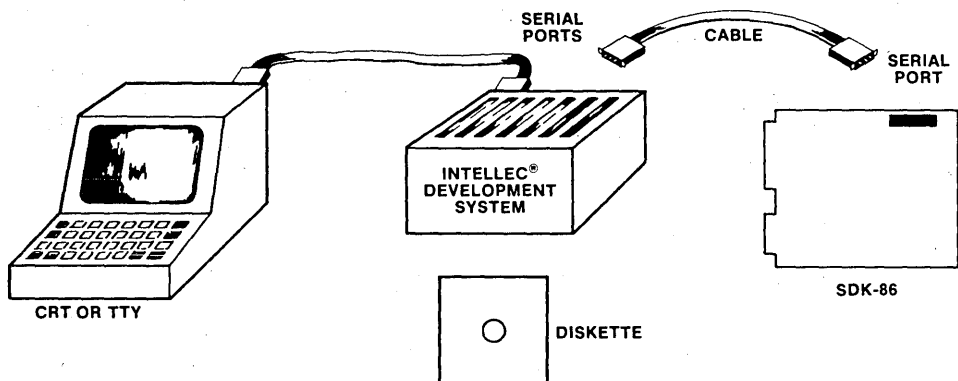
COMMAND MODES

- **Transparent:** In this mode, the SDK-C86 software passes all characters through without any processing. All the commands of the SDK-86 monitor (except paper tape commands) are available and will function in exactly the same manner as if the terminal were attached directly to the serial port of the SDK-86.

- **Upload/Download:** In this mode the SDK-C86 software, in the Intellec®, recognizes the mnemonic for Upload or Download from the terminal. It "translates" the Download command to an R (Read hexadecimal tape) command and the Upload command to a W (Write hexadecimal tape). The R and W commands are then passed on to the SDK-86 monitor. Using these paper tape commands allows for a checksummed transfer of data between the Intellec® and the SDK-86 memory.

COMMAND SUMMARY

- **Reset** — starts the SDK-86 monitor.
- **Execute with Breakpoint (G)** — Allows you to execute a user program and cause it to halt at a predetermined program step — useful for debugging.
- **Single Step (N)** — allows you to execute a user program one instruction at a time — useful for debugging.
- **Substitute Memory (S, SW)** — allows you to examine and modify memory locations in byte or word mode.
- **Examine Register (X)** — allows you to examine and modify the 8086's register contents.
- **Block Move (M)** — allows you to relocate program and data portions in memory.
- **Input or Output (I, IW, O, OW)** — allows direct control of the SDK-86's I/O facilities in byte or word mode.
- **Display Memory (D)** — allows you to print or display large blocks of memory information in HEX format.
- **Load (L)** — allows you to load hex format object files into SDK-86 memory from an Intellec.
- **Transfer (T)** — allows you to save contents of SDK-86 memory in a hex format object file in the Intellec.



SDK-86/Intellec® Slave Mode Configuration